

KAO the Kangaroo  
*Mystery of Volcano*



User's manual

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## Table of contents

### 2<sup>ND</sup> PAGE

<b>GAME CHARACTERISTICS .....</b>	<b>3</b>
<b>MAIN FEATURES .....</b>	<b>4</b>
<b>STORY .....</b>	<b>5</b>
<b>KAO .....</b>	<b>5</b>
<b>GAME'S WORLD .....</b>	<b>6</b>
<b>ENEMIES.....</b>	<b>7</b>
<b>FRIENDS .....</b>	<b>9</b>
<b>COLLECTIBLES .....</b>	<b>10</b>
<b>CONTROLS.....</b>	<b>11</b>



## Game Characteristics

The Mystery of Volcano is the next edition of adventures of the famous Kao the Kangaroo for PC platform. However the game itself has not much in common with the previous parts of the series. Both, the hero and the world in which he “lives” have changed. The most visible difference is the non-linearity of the game achieved through combining all levels into one compact world. In practice it means that a player can freely wander between the levels (or rather parts of the world) without having to choose them from the menu. Such a structure gives a great freedom of movement and allows a player to easily replay his favourite missions or get back to particular places to pick up remaining collectibles.

Mystery of Volcano is an adventure game and a story plays a huge role in it. A player has to fulfill the series of quests, of which they will learn from particular inhabitants of the game’s world.





However, the most important feature of the game is the diversity of a gameplay – which also characterized the previous parts of Kao the Kangaroo and determined its popularity. Again, a player can choose from many completely different missions in terms of goals and skills. Apart from such skills as roots sliding, totally new missions will appear. The most interesting are a plane flight, air battles or racing in a virtual reality simulator created by one of Kao’s friends. Mystery of Volcano is a completely new game offering several hours of great fun not only to youngsters but also to all fans of adventure action games.

## Main features

- Non-linear game's world and comprehensive story.
- 10 missions
- 5 friend characters helping Kao throughout the game
- 6 completely different kinds of AI behaviour for enemies characters
- Constant day and night cycle controlled by the inner-game clock regardless of KAO's location.

It affects not only a visual aspect of the game but also behaviour of particular characters and music

- Dynamic objects - the parts of objects or enemies falling apart physically bounce from floors.
- Diversified gameplay includes dexterity elements, puzzles, races and even air battles.

Dynamic day-night cycle	
 <p>Night</p>	 <p>Dawn</p>
 <p>Day</p>	 <p>Dusk</p>



## Story

Fear and terror gripped the inhabitants of a small island. Kao, resting after exhausting adventures, is also among them. Stone creatures in their deadly machines attack peaceful inhabitants. When a kangaroo's friend falls into a volcano during a daring flight, he wakes secret powers. Nobody has been aware of their existence before. Monsters covered with hot magma loom out of the inside of the awoken mountain take control of the Island and wreak havoc.

The fanatic army of the God of Volcano does all it can to take revenge for the disturbance of peace. The chances of finding the friend and saving the village seem to be slim until a crazy priest remembers, that there are the old gates leading inside the volcano. Artifacts symbolizing the four elements will be necessary to unlock it. Our hero will have to be smart and brave to find magic keys.

When struggling through a wild jungle, exploring forgotten buildings and using the secret powers of the island he will experience the most exciting adventure of his life.

## Kao

After many adventures our brave kangaroo transformed from a boxer to an experienced traveller. Extreme sports are not alien to him, therefore he will be using a handy paraglider during the adventure. His friend, Zooki infected him with love to aviation and after many hours spent in the air KAO became a perfect pilot able to do almost everything with almost every machine. He has exchanged the boomerang for a more dangerous weapon – dynamite, however he uses it only in special circumstances and he observes all the safety principles. Thanks to the endurance training he became brawny and it's a piece of cake to him to pick up and throw a fair-sized barrel.

On the way to the heart of the volcano he will have to find four artifacts. The village priest is not powerful enough to place them in a proper place, however the magic power of the island - the spirits - will come to help.

The particles of energy placed in various parts of the world will help the kangaroo to keep fit.



## Game's world

The game's world is a gigantic volcano island inhabited by friendly pelicans. The central point of it is a pelicans' village where Kao starts all his missions. The whole world consists of the following places (levels):

- Pelicans' Village - where Kao starts all his missions,
- Rocky Path – at this place a player becomes familiar with the Kangaroo's basic skills,
- Gardens of Life – it is where Kao has to find the Artifact of Earth,
- Gadget's Garage with a virtual reality simulator – a race with Gadget in the simulator,
- Wuthering Hill - it is where Kao has to find the Artifact of Wind,
- Coral Archipelago (Bay) – a crazy ride among islands in a motorboat,
- Waterfalls Island - it is where Kao has to find the Artifact of Water,
- Skies above the Pelicans' Village - it is where Kao has to win an air battle,
- Mine - it is where Kao has to find the Artifact of Fire,
- Inside of the Volcano – a battle with God of Volcano (the main enemy in the game).

## Enemies

The story of the Island dates back to the times when the Gods of four elements were fighting an endless war between each other. After millions of years of the constant battle they decided to stop fighting. Their power turned into oceans, volcanoes, wind and rocks. However, there are the artifacts somewhere which can help to tame the powers of ancient Gods in case any of them would decide to wake up and stir some things up.

1. **God of Volcano** – the angry lord of Volcano wreaking havoc on the island with the help of the characters he created.



2. **Stone Jaw** – the smallest and the easiest one to defeat but also very stubborn. The ambition of its life is to bite every leaving creature and it is very faithful to this resolution.
3. **Stone Hornet** – flying and spitting with lava. Very quick, agile and malicious. In order to defeat this character, one needs to have a lot of dynamite or be a fast runner.

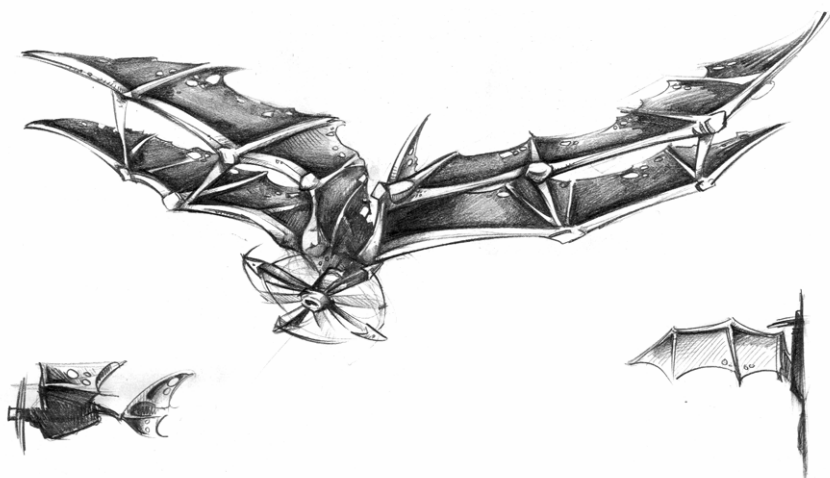


4. **Stone Giant** – hard as a rock, a gigantic monster with a club. Easy to defeat when knocked down.



5. **Stone Cannon** – a very tough enemy armoured with an indestructible shell – its only weak point is its eye. It shoots with exploding hot magma lumps from the volcano located on its back.

6. **Bat** – flying monsters trying to destroy the Pelicans' Village from the air – Kao will have to fight an air battle against them.





## Friends

1. Ace – the closest of Kao's friends - an enthusiastic pilot with a slight squint and a little bit awkward – originator of all the problems connected with the arousal of the God of Volcano.
2. Village priest – a guide and protector of the village with a slightly split personality resulting from knowledge overload - he will show the way of saving the village.
3. Gadget – an inventor and handyman. The enthusiast of playing in virtual reality. He will build a handy paraglider for Kao which is necessary to get to the Wuthering Hill. However, Kao will get the paraglider only if he beats Gadget in his favourite game - the race in the virtual reality simulator.
4. Fisherman – a motorboating sports instructor and enthusiast. He'll teach Kao how to drive a motorboat and show him the way to Waterfalls Island. He is desperate and constantly on guard at the bay regardless of circumstances.
5. Glow-worms – they will show the way to the artifacts in the complex jungle labyrinths and help to open many passages.





## Collectibles

### 1. Artifact

The magical object symbolizing one of the four elements. Collecting all of them and placing them in the right slots will open the passage to the inside of the Volcano. Each of the magical objects is placed in a different part of the game's world. To place the artifact in the right slot, you need to collect an appropriate number of the forest spirits. A required number of the forest spirits grows with every magical object.

### 2. Dynamite

A very dangerous long-range weapon.

### 3. Life

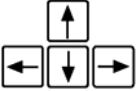
Improves Kao's condition. It is placed in various parts of the world. Often hidden in barrels or stones.

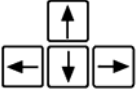
### 4. Forest Spirit

The ancient power of the island. You need to collect the particular number of spirits to place an artifact in the right spot.

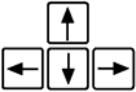



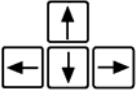

## Controls

Basic controls	
	Steering
<b>S</b>	Jump
<b>D</b>	Roll/ dodge
<b>SHIFT</b>	Attack (boxing)
<b>CTRL</b>	Throw (dynamite or barrel)
<b>ALT</b>	Action button - depending on situation one of the following will be performed: <ul style="list-style-type: none"><li>• Targeting</li><li>• Opening/ closing a parachute</li><li>• Picking up objects</li><li>• Pushing/ pulling objects</li></ul>
<b>SPACE</b>	Look around
Combos	
<b>S + S</b>	Double jump
<b>S + SHIFT</b>	Low tail attack
<b>S + S + SHIFT</b>	High tail attack
<b>S + D</b>	Low jump attack
<b>S + S + D</b>	High jump attack
<b>SHIFT (press 3 times)</b>	Punching sequence

Plane	
	Steer
<b>ALT</b>	Afterburner
<b>SHIFT</b>	Shoot



Virtual race	
	Steer
	Accelerate

Motorboat	
	Steer
	Accelerate
ALT	Afterburner

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